

THE RETURN OF WERDNA

The Fourth Scenario

An Independent, Stand-Alone Program

A year in the making, THE RETURN OF WERDNA is well worth the wait. It is the first expert-rated scenario. And the first independent, stand-alone scenario since PROVING GROUNDS OF THE MAD OVERLORD. The result is a game with the freshness and originality of the great first **Wizardry** classic. Like PROVING GROUNDS, THE RETURN OF WERDNA completely captivates you by its immense size, its complexity, its richness of detail and its humor.

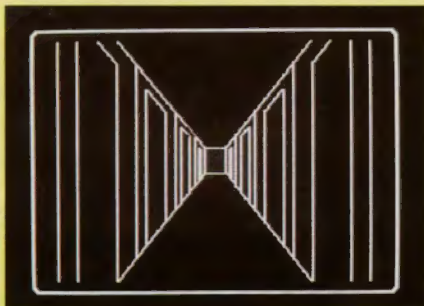
Remember Werdna, the evil sorcerer who was the goal of your adventuring in PROVING GROUNDS? Well, now *you* are Werdna. And someone (a team of brave adventurers, no doubt) has swiped your amulet. You must get it back. Choose your favorite monsters and get ready to pursue your prize up through an incredible 10-level maze. It's like nothing you've

ever encountered before. Each level is more difficult. Each has its own strange characteristics, clues and events. And the final three levels form an interlocking cube — a fiendish twist that will provide you with the ultimate mapping challenge.

THE RETURN OF WERDNA is a milestone in the development of computer recreation — a compelling masterpiece that brings technological achievement, sophisticated programming and spellbinding creativity into a single, powerful game.

Discover the *real* secret of this huge new game. The way will be difficult. The rewards . . . magnificent.

Works on the Apple II Series 48K \$44.95



Wizardry®



THE RETURN OF WERDNA THE FOURTH SCENARIO

By Andrew Greenberg and Robert Woodhead
Scenario Design by Roe R. Adams III

SIR-TECH
SOFTWARE INC.

STAND-ALONE SCENARIO
EXPERIENCE WITH
PROVING GROUNDS
RECOMMENDED

Leaders in Computer Fantasy Role-Playing

Coming Soon
Order Now